

# Jessica Marie Zhang

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## Education

**Bachelor of arts | Anticipated June 2017 | University of California, Irvine**

- Major: Software Engineering

## Coursework

- Software Testing and Quality Assurance
- Programming in Java as a Second Language
- Programming in C++ as a Second Language
- User Interaction Software (HTML, CSS, JavaScript)
- Data Structure Implementation and Analysis
- Requirements Analysis and Engineering

## Skills

- Languages: C++, Python, Java
- Tools: Visual Studio, Eclipse, JIRA, Confluence, Oracle VM, Balsamiq Mockups, Junit, MS Project, Unity 5

## Experience & Projects

*Project Management Intern | Apttus | San Mateo*

*June 2016 – August 2016*

- Skills learned: Agile Project Management, JIRA/Confluence, Salesforce, Collaboration, Release Management
- Assisted senior project manager in entire project implementation, product development and release process using Agile methodologies for the transition to Microsoft Azure
- Managed product road maps, sprints, and tracked product patches in a pillar of multiple products in the Configure Price Quote (CPQ) and Contract Management (CLM) space
- Monitored JQL queried data in JIRA for project patches in Product and Engineering
- Collaborated with project manager and team members to design and manage product road maps and release scopes

*2D Windows Platform Game*

*January 2016 - March 2016*

- Collaborated with team to develop an endless survival PC game using Unity 5 and C#
- Wrote a script that spawned enemies during each wave from randomized spawn points

*Mobile Pet Tracker App Mockup*

*September 2015 - December 2015*

- Led and managed UI and UX design decisions for mockup pet tracker application “Fido Finder” and developed several prototypes using Balsamiq Mockups

*Recursion Maze Generator and Solver*

*April 2015*

- Implemented C++ classes that generated and solved two-dimensional mazes of arbitrary size using recursion

*Othello AI*

*May 2015*

- Wrote an AI that is capable of choosing moves in an Othello game using a preexisting recursive, search-tree-based algorithm.